

**MARVEL
COMICS**



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\$1.00 US
\$1.25 CAN
96
JAN
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OFFICIAL MARVEL ZOMBIE™ MAGAZINE!

MARVEL AGE

SPECIAL X-MAS ISSUE!

A LOOK AT THE
1990 MARVEL
GIFT
ITEMS!
PLUS:
ELEKTRA LIVES!



STAN LEE PRESENTS MARVEL AGE®

MARVEL® AGENDA

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SALICRUP'S SECTION



Talk about special issues—! This issue of MARVEL AGE MAGAZINE is not only our special X-Mas issue but also marks the eighth anniversary of MARVEL AGE MAGAZINE!

First, on behalf of everyone at Marvel Comics I'd like to wish everyone the happiest and healthiest of holidays. (Yep, that includes everyone at DC Comics as well!) To all of you who have supported mighty Marvel over the years, we greatly appreciate your support, and can't possibly thank you enough. What we can do is offer a few suggestions that might make your holiday more fun.

What's the best way to spread the Marvel message all year round? Well, what about a gift subscription to a Marvel mag? Check out the special offers in the holiday subscription ads, found on the last pages of most Marvel comics, for a way to get 50% off on most Marvel comics. It's a great deal, especially in these economically troubled times. By giving someone a gift subscription, your kindness will be remembered year round. Also, there's

no law that says you can't give yourself a gift subscription!

For those of you wishing to express your creativity, and that includes everyone submitting to MARVEL AGE MAGAZINE's New Talent Department, you've got to check out the MARVEL ZOMBIE SOCIETY—APA. Send a self-addressed, stamped envelope to Charles S. Novinskie, P.O. Box 1323, Grand Junction, CO 81502, for all the details on how to join. Basically, an apa is an Amateur Press Association, and I imagine you can guess what the MARVEL ZOMBIE SOCIETY—APA would be all about. So if you're interested in creating your own mini-magazine every month—and I mean everything from writing, drawing, pasting-up, and getting it printed—the MZS-APA is for you. Tell 'em the Supreme Marvel Zombie sent ya! (By the way, Charles is kind enough to keep me on their mailing list and I get to enjoy each and every mailing! I find more interesting commentary, ideas, suggestions, and criticisms of Marvel in the MZS-APA than any-

(Continued on inside back cover)

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Senior Editor

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Virginia Romita

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MARVEL[®] NEWSWATCH M

ANNOUNCING: THE INFINITY GAUNTLET!



ITEM! Jim Starlin and Ron Lim's **THANOS QUEST** was one of the most spectacular cosmic epics of the year . . . but believe it or not, that was just a warm-up for what comes next! Starlin is already hard at work writing a follow-

up cosmic limited series, one that will make **THANOS QUEST** look like a Sunday afternoon picnic!

Starlin's next limited series is called **THE INFINITY GAUNTLET**, and wait till you see who we've got lined up to

draw it. The artist is none other than fan-favorite George Perez, marking his triumphant return to Marvel. **INFINITY GAUNTLET** will be a six issue bookshelf format series guest-starring every character in the Marvel Universe. 1



Cadillacs & Dinosaurs TM and copyright © 1990 Mark Schultz.

It just may be the most cosmic epic of all time. Editor Craig Anderson promises INFINITY GAUNTLET will be "unlike anything ever seen before." INFINITY GAUNTLET will be the ultimate culmination of everything Thanos has been building up to over the past few months, both in the pages of THANOS QUEST and in the SILVER SURFER. We can't give away too much about the series yet, but perhaps Craig put it best when he said, "If you liked THANOS QUEST, that's just a prelude of the cosmic excitement to come."

In the first two games against our number one competitor, but it was in game 3 that the Punishers ran into some unexpected trouble.

Because of a late train, the Punishers did not show up until it was nearly dark. The game lasted for seven innings, but the Batmen did not get to have their final at-bat. Thus, the game was never finished, and was considered a tie. Captain Evan challenged the Batmen to finish the game at a later date, but the DC players were unwilling to do so — perhaps fearful of the mighty Marvel juggernaut.

So Marvel technically did not win the third DC game (although the Punishers were ahead when the game was stopped). Since Marvel did not actually lose the game, Evan feels he does not have to eat a softball. He will, however, be eating "a softball-like object. I'm not sure what yet." Stay tuned, sports fans! (It's funny—you would think the Batmen would have played better at night!)

ITEM! Speaking of baseball, let's all give a big cheer for our very own Gavin Curtis, who just wrote and illustrated his first children's book, *Grandma's Baseball*, for Crown Publishing.

young boy whose Grandmother comes to live in his apartment, and how the boy deals with this unwelcome guest. The key to cementing the boy's relationship with his grandmother is an old yellow baseball.

Gavin's most recent work for Marvel was a pair of back-ups in this year's NEW MUTANTS ANNUAL, one of which he wrote. You're sure to see much more of Gavin's work in the future, both in our comics and in the children's books section of your local book store!

ITEM! Well, the dog days of summer have come to an end, and that means it's time to check up on the Marvel Softball team, the Punishers, and see how they fared this year.

"It was our first winning season in a long time," beamed team captain Evan Skolnick, citing the Punishers' 4-3-1 record. "Some of our people showed great improvement over last year, and we found some really great new talent. I found even my own playing ability greatly improved over last year."

Faithful Newswatch readers will recall that Evan had vowed to eat a softball if Marvel did not sweep all three games against the DC Batmen this year. Marvel soundly trounced DC

ITEM! Imagine a world where all timelines exist at once. A world where cars and prehistoric creatures can both coexist. This is the world of the new Epic Comics Limited Series, CADILLACS AND DINOSAURS. CADILLACS AND DINOSAURS is a six-part Limited Series reprinting the award-winning XENZOIC TALES series from writer/artist Mark Schultz.

CADILLACS AND DINOSAURS is the story of a land where technology has faded out of use, and man no longer rules the land. In this world, only

the strong survive, as man finds himself menaced by some of the deadliest creatures that have ever lived. The hero of the series is Jack Tenrec — also called Cadillac Jack—who is part mechanic and part shaman. Jack finds some old Cadillacs buried in the ground and refurbishes them, thus giving the series its unique title. Jack's companion is Hannah Dundee, a scientist and explorer. Together, Jack and Hannah chart the boundaries of this strange, new post-apocalyptic world.

XENZOIC TALES is a black-and-white series, still being published by Kitchen Sink Press. Epic will be publishing the stories in color for the first time. If the six Epic issues are a success, more XENZOIC TALES may be reprinted in the future. In addition, Schultz will be contributing brand-new covers.

If you're looking for something different, CADILLACS AND DINOSAURS is the book for you!

ITEM! They're back! Yes, that's right, it's everyone's favorite city dwellers, the Yuppies from Hell, returning in an all-new bookshelf format one-shot. It's SON OF YUPPIES FROM HELL, on sale now at a book or comic shop near you. YUPPIES FROM HELL is the creation of writer/artist Barbara Slate, who is back handling both honors again this time.

Editor Fabian Nicieza described SON OF YUPPIES this way: "It continues the antics and adventures of the spoiled urban brats you love to hate. Especially of interest are Bob and Alice, who are trying very, very hard to have a child."

Fabian concluded with this observation: "Look at it this way, folks—God help us, the Yuppies are breeding!"



MARVEL® TOP TEN

Our top ten list, as always, comes to us from our home office in Akron, Ohio. The category this month:

THE TOP TEN SECOND-BANANAS IN SHOW BUSINESS

- | | |
|-------------------|------------------|
| 10. Art Carney | 5. Bill Daly |
| 9. Barney Rubble | 4. Harvey Korman |
| 8. Jerry Van Dyke | 3. Tim Conway |
| 7. Larry Storch | 2. Don Knotts |
| 6. Dom DeLuise | 1. Ed McMahon |

Oops. Yet again, we seem to have run the wrong Top Ten list. We should have run the list of the Top Ten Best Selling Marvel Comics in the Direct Sales market for the month of July, as compiled by our Vice President/Direct Sales, Carol Kalish.

1. SPIDER-MAN #2
2. SPIDER-MAN #1 (second printing)

3. X-MEN #268
4. GHOST RIDER #5 (first & second printings)
5. X-MEN #267
6. AMAZING SPIDER-MAN #338
7. AMAZING SPIDER-MAN #339
8. WOLVERINE #31
9. WOLVERINE #30
10. PUNISHER #38

PROFILE: TERRY AUSTIN

Marvel freelance credits (past): As Inker: X-MEN, CLOAK AND DAGGER, STAR WARS, DR. STRANGE, X-MEN/TEEN TITANS, NEW MUTANTS, AMAZING SPIDER-MAN. As Writer: CLOAK AND DAGGER, POWER PACK, EXCALIBUR, 1989 X-MEN ANNUAL, WHATTHE - ?!

Marvel freelance credits (present): As Inker: WHAT IF #22, SPIDER-MAN BOOKSHELF EDITION, WOLVERINE BOOKSHELF EDITION, FALLEN ANGELS II. As Writer: Epic Limited Series DINOSAUR PET STORE.

My place of birth is: A little grass shack in Detroit, Michigan.

People who knew me in high school thought I was: A yellow and red striped giraffe in paisley pajamas (hey, it was the late 60s, you know!).

My pet peeves are: People who don't do their jobs to the best of their ability.

My favorite performers are: Kate Bush, Bob and Ray, XTC, Michelle Forbes, Judie Tzuke, James Cagney, Lindsay Wagner, and Popeye the Sailor.

The last good book I read was: *The Stars My Destination* by Alfred Bester.

The last good movie I saw was: *Cold Feet*



If they were making a movie of my life, I'd like to see my part played by: The population of Bismarque, North Dakota (in unison).

My oddest habit is: Probably the green one with the purple polka dots.

My greatest accomplishment outside the comics field is: Going to the same dermatologist as Paul Newman. **The reason I got into comics was:** I couldn't say "you want fries with that?" more than 60 times a day without shrieking uncontrollably.

The biggest influences on my work include: Dick Giordano, and the spectre of imminent poverty.

The single work of which I am most proud is: Making it through this questionnaire.

My greatest unfulfilled ambition in the comics field is: To do a really funny animal comic book.

The worst part of my job is: Erasing lettering guidelines and doing stars in outer space scenes.

When nobody's looking I like to: Steal their wallets.

The one thing I really want the world to know about me is: My origin is remarkably similar to Doctor Doom's, only my armor was designed by three guys named "Louie."

MARVEL TRIVIA QUIZ

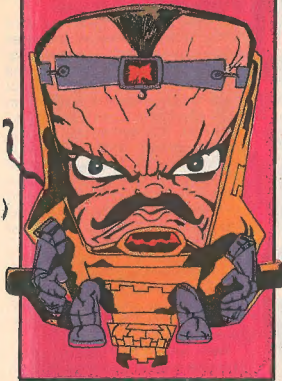


It's embarrassing but true; the same way people can recall where they were when Kennedy was shot, I remember where I was when certain comics characters were introduced. I was at a fireworks display when I read the first Tiger Shark story; on a school bus when I first met Moon Dragon (Madame McEvil, back then). And I was sitting in a theater where I had my first job after college when I read that first tale of Frank Miller's new creation, Elektra. How much does the idea of Elektra bring back to you? We'll find out with the twelve questions below, not to mention the answers on page 32.

—Brian Nelson

- Elektra Natchios is the daughter of a:
 - Greek scholar
 - Greek mobster
 - Greek ambassador
 - Greek fraternity
- Her father was killed when she was:
 - 19
 - 12
 - 5
 - walking home from seeing Zorro
- Elektra met Matt Murdock at:
 - Empire State University
 - NYU
 - Columbia University
 - the Ninja Dating Service
- Which man did Elektra once fight alongside?
 - the Puma
 - the Gladiator
 - the Death-Stalker
 - Dan Rather
- Who thought cigarettes would be the death of him, until he was stabbed by Elektra?
 - Blake Tower
 - Ben Urich
 - the Arranger
 - Surgeon General C. Everett Koop
- From which assassination contract did Elektra surprisingly back out at the last minute?
 - Nick Fury
 - Maxwell Glenn
 - Foggy Nelson
 - Morton Downey Jr.
- Elektra joined the Hand after being dismissed by her previous mentor:
 - Stick
 - Stone
 - Claw
 - the Foot
- The Hand planned to resurrect Elektra from the dead just as they had their previous assassin:
 - Kirigi
 - Bullseye
 - Sensi
 - Squeaky Fromme
- The assassination of which man led Elektra to discover the plans of the Beast to spark nuclear devastation?
 - Carlos Huevos
 - Ambassador Reich
 - Ken Wind
 - The guy who wrote the song "Kung Fu Fighting"
- One of Elektra's deadliest foes, the lethal cyborg Arthur Perry, was created in what division of SHIELD?
 - LMD Lab
 - Delta
 - Extetchop
 - Dirty Tricks
- In one of her most daring escapes, who did Elektra switch places with in order to elude capture?
 - the Black Widow
 - Chastity McBryde
 - Gail Runciter
 - Deborah Norville of NBC's Today Show
- In her "lost years," the principal man in Elektra's life was:
 - Wilson Fisk
 - Clive Reston
 - John Garrett
 - Electro

MARK'S REMARKS



have a topic to bull about (like "What should we do to top last year's convention special event programming?") and other weeks we just talk about Whatever.

All this is a preamble for a rather interesting topic we verbally wrestled with a few weeks back. It started like this. We went around the circle putting each editor on the spot, asking him or her to name how many hours of television he or she watched in the past week. (Hey, readers, you can play the home version of this game — see the blank at the bottom of this page!) Then we went around asking 'em to name what books they read in the past month. Then how many newspapers they read in the past week, how many movies they saw in their entirety (videotapes and cable movies included) in the past month, how many magazines they have a subscription to and how many they buy regularly off the newsstands, how many hours of radio they listen to per week, and finally, how many comic books they read (not skim) per week that they are not required to.

What was the point of this? Pat on the back to everyone who guessed, "to survey the extent of the editors' mass media exposure," or words to that effect. The point I was trying to make (okay, I admit it — I came up with the topic that week) went along these lines: We live in an age with an unprecedented barrage of mass media available to us. Comic books are one of the mass media, though not as massive as say television (to compare the sizes of their audiences). We editors are influenced not only by our own personal experiences, but by the vicarious experiences the various mass media provides us. There is such a vast amount of media out there that one cannot absorb it all; one must pick and choose what to experience. An editor is no better than his or her knowledge and judgment; therefore an editor's media exposure is a major factor in how informed/knowledgeable/aware of contemporary life he or she is.

Wait, there's more, he said, planting his shoes firmly atop his soapbox (sorry, Stan!). Comics have been described as one of the two indigenous American art forms — the other being jazz. (If someone can cite and document the original source of this observation, I'll send you an autographed glossy photo of the Marvel editor of your choice.) While certain comparisons between these two art-forms are impractical — comic books are a distinct medium while jazz is simply a genre within a medium (recorded and performed music) — some comparisons are interesting. Jazz, in its heyday, was the popular musical idiom of the day. (Yeah, I'm old but the Big Band Era was more than a decade before I was born.) Over the years, jazz has become increasingly more sophisticated in its form. The sophistication corres-

ponds with its decline in popularity, though I'd have to be an idiot to state that one factor caused the other. Now, from what I've heard of the new jazz, one has to be a pretty sophisticated and knowledgeable listener to really appreciate the technical complexity of the music, and as far as I can tell it's just not as accessible to an unsophisticated audience as the "pop" music that grew out of it in certain respects. So how does this apply to comics, if at all? Sometimes I feel that comic books are getting too complex, too esoteric, too self-referential, for their own good. This is not the same kind of complexity I perceive in jazz: an elevation of the technical aspects of the form itself — I haven't seen anyone improve the mechanics of telling a story in pictures lately. But I do see comics becoming increasingly inaccessible to a "civilian" audience (i.e., non-hardcore fans). One of the things I see as causing this is that comics creators and editors are too influenced by nothing but old comics! How many times have you seen "homage" covers? How many times have you seen stories totally predicated upon a piece of trivial discontinuity from several decades before? How many times have you seen storylines so complicated that even though you read the last issue you still can't tell what's going on? Come on — I know you can think of some examples. I myself have committed each of the above atrocities! By keeping abreast of the rest of the mass media (not to mention by living interesting lives — a hard thing to do when holding down a full-time office job), Marvel's editors can at least bring more to their editorial sensibilities than all the comics they've read. To me, that's a good thing. In fact, it may be the key to the survival and prosperity of our beloved minor mass medium.

And just in case you were wondering, the disparity among our editors and their other media intake was immense. Some read several books a week, some barely one a year. Some have over 30 magazine subscriptions, some have none. Some watch 4-5 hours of TV per night, some a mere hour a week. And so on and so forth. If you want to know your favorite editor's media intake, you'll have to write him or her yourself. I've been sworn to secrecy.

—Mark Gruenwald

MEDIA INPUT HOME QUIZ

Number of . . .

books read in the last month _____

hours watched TV in the last week _____

movies viewed in entirety in last month _____

magazine subscriptions _____

magazines purchased on the newsstand in past month _____

hours listened to radio in last week _____

newspapers read in past week _____

comic books you've read in past week _____

Being a Marvel editor isn't *all* fun and games, as any Marvel editor could tell you — if they had a monthly opinion column like me, that is. Along with the thousand and one bits of creative and administrative foofarah a Marvel editor discovers is part of his/her ever-redefinitive job description, we've recently added two (count 'em, two — don't you wonder where that expression came from?) weekly meetings — one creative, the other administrative. Last things first, the administrative one is the Monday morning 10 a.m. schedule meeting where each editor and/or assistant ed is grilled (or char-broiled — their choice) about the week's impending books due and last weeks superimpending books overdue. You can imagine how popular a way to start a week that is with our Rank and File — as the guy doing the grilling and char-broiling half the time (Big Tom D. does it the other half), I don't mind it. The other, more popular weekly meeting, is our creative bull session. There're actually two or three of them held every week, Tuesday, Wednesdays, and sometimes Thursdays, with a small group of, oh, 5-7 editors attending each session. Our theory (borne out in practice) is that if we gather all 15 editors together at one time to do the rhythmless rap thing, certain more loquacious editors will monopolize the discussion (they know who they are) while others will sit back in sullen silence, furtively staring at their watches.

When there're only 5-7 participants folks tend to speak more freely and it's easier for Tom D., Carl P., and me (who attend all the sessions) to make sure everyone has his/her turn to speak. So, we've been doing these bull sessions for several months now and some weeks Tom or Carl or I actually



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Night Time in the City—a janitor is sweeping refuse on a poorly lit porch, a peddler packs up his second-hand wares after an unproductive day, and several homeless men lay inside cardboard boxes. But in this nameless, gangster-ridden American city, anyone of these beings could be the Night Raven—master of disguise and punisher of the wicked.

This dark character first appeared 11 years ago in *HULK WEEKLY*, a Marvel U.K. black-and-white magazine. Written by Steve Parkhouse and drawn by David Lloyd, the two-page strip developed a large following in England and enjoyed a two year run.

Now we've got him in the United States, and in several new projects, which is only fitting since his time of operation is during the United States prohibition era.

"Night Raven is a very mysterious character who carries guns and wears an oval shaped metallic mask that resembles an owl's face. We really know little more about him other than that he

gives out a terrible justice to evildoers," said Marvel U.K. editor, Dan Abnett.

Some of that terrible justice includes a symbol on the palm of his hand with which he firebrands the foreheads of his victims.

"But I wouldn't say he's vicious character," continued Dan. "The Punisher for instance does things that are terribly vicious. But Night Raven is such a dramatic character that some of the things he does are more to scare his victims—somewhat like Batman wearing a big hideous cape. Night Raven likes the objects of his attention to bring about their own destruction as much as he brings it about.

"For the British audience, this has been a more believable type of hero. The setting is extremely evocative and lets the reader feel they have been transported to another period and another time."

The NIGHT RAVEN strip was later drawn by John Bolton. And after the original strip ended, the character continued to be featured in text pieces by Alan Moore and then Jamie Delano.

Jamie took the character, rounded him out, and wrote stories that actually took place before the original series.

If you're feeling a little left out, don't worry, because American audiences will be starting from the very beginning.

"What we've done is gone back and collected the original pages—50 of them in all—and we're putting them out in a trade paperback in November," said Dan. "I wholeheartedly encouraged this project since NIGHT RAVEN was the first comic I ever picked up and enjoyed reading all those years ago. The reprinted version is also colored under the direction of David Lloyd, who had a keen eye for keeping the mood and somberness of the stories intact."

This project will be followed by a brand new version of Night Raven by Jamie Delano and David Lloyd that will run in 8-page segments in *STRIP* magazine and will feature fully painted pages by Lloyd.

"We'll learn a little more about the character in these stories—but not too much," said Dan. "We'll learn aspects of who he is and why he does what he does: the motives behind that odd oval mask with the eye slits. There's only so far you can go with a character you know nothing about."

David Lloyd fans will be particularly thrilled by this project, which Abnett says is, "some of the best work Lloyd has ever done."

"The whole look and feel of the Night Raven character is in fact the fundamental inspiration for 'V for Vendetta,' David's last project," said Dan. "Now he is turning back to his original love—the adventures of the gangster hunter, Night Raven."

"House of Cards," the serialized story will later be collected in one volume.

"Another interesting thing about this character," continued Dan, "is that it was the first professional work done by Steve Parkhouse. It was the first professional work by David Lloyd. It was the first professional work done by John Bolton, and the text pieces were the first professional writing by Jamie Delano. It's nice that it has been kept in the same group of creators, and that all of those creators are famous now."

Perhaps these new Night Raven projects will also be the first books picked up by a future lover of comics as well.

"Any reader, even if they've never read a Night Raven story before, will enjoy these books if they enjoy great storytelling in a great graphic novel," Dan summed up. "The visual treatments alone are worthwhile."

On that note, we'll end with Night Raven's "note"—the one he leaves pinned to his victims—"Where brooding darkness spreads his evil wings, the Night Raven stings."

It's night time in the city, and Night Raven will soon be here.

—Renée Witterstaetter



RE-PRESENTING MARVEL COMICS #1!



John Byrne in his own book. If you've never read a Namor story by his original creator, you're in for quite a lively treat.

Also featured, in a story by Carl Burgos, is the original android Human Torch, re-introduced to the Marvel Universe years later by Lee and Kirby in *FANTASTIC FOUR ANNUAL #4* and on view today in *AVENGERS WEST COAST*. The Torch is also featured on the eerie cover by the famous science-fiction illustrator, Frank R. Paul.

But that's not all! In addition, you'll see stories starring the original Angel, the Masked Raider, the Jungle Terror, and the Golden Age version of Ka-Zar. Of course, Marvel would introduce an updated version of Ka-Zar, ruler of the Savage Land, in *X-MEN #10*.

There will also be some new material included in this special volume, features written by some of the most respected comics scholars around today. There will be a special article about Bill Everett by Roy Thomas, who corresponded with Everett and actually roomed with him for a short while. Another legendary comics talent, Joe Simon (co-creator of Captain America) will contribute an article about Carl Burgos. Also included will be a historical piece by Les Daniels.



How's this for a time paradox, Zombies? Marvel's latest, greatest, newest book... is also Marvel's greatest, oldest book! How can this be, you ask? Well, it can only be because Marvel has made it so with a hardcover reproduction of *MARVEL COMICS #1*, from way back in 1939, the days when Marvel Comics was known as Timely Comics! The comic book form was still

in its infancy back then, and Timely had scores of dime-novels under its publishing belt when the decision was made to enter the fledgling comic book world. *MARVEL COMICS #1* was the result, featuring some now-famous characters in their very first appearances in stories by their creators, as they were originally conceived over fifty years ago. So strong and endearing were these characters that they're still around today, and helped to form the foundations of what eventually became the Marvel Universe.

You'll thrill to the adventures of the Golden Age Sub-Mariner, Prince Namor, in a story by the legendary Bill Everett. Stan Lee and Jack Kirby re-introduced early Marvel readers to Namor in *FANTASTIC FOUR #4*. He's been around ever since, and is being chronicled today by the incomparable

Now, if you were to buy an original copy of *MARVEL COMICS #1* (providing you could find one, that is) you'd pay anywhere from \$30,000 to \$80,000 or more, but, thanks to the fine folks at Marvel, this special 64-page hardcover reproduction will run you only \$17.95—just in time for Christmas—at comic shops everywhere! The perfect gift for Marvel fans and Golden Age collectors! Everything old is new again with the *MARVEL COMICS* hardcover!

—Mitch Tart 7



ELEKTRA™

LIVES AGAIN



OUT IN THE
OPEN
THEY CAN
SEE HER



SOME OF THEM
HOBBLE ON
BLOODLESS
STUMPS



SOME CRAWL
ON THEIR
BELLIES.
DRAGGING
COLD
ENTRAILS



SOME
CURSE
HER



SOME
LAUGH



THE ONES
WITH LEGS
ARE
FASTER

THE REST
HAVE
LEARNED
TO BE
PATIENT



THE
REST
SO
MANY



SO
MANY

She's perhaps the only character to be brought back from the dead and nobody cried foul. She's a cult character in every sense of the word. She's arguably the premiere Marvel Comics creation of the 1980s — and now she's back.

Coming this Christmas, to specialty stores and wherever great storytelling is appreciated, is Frank Miller's latest graphic novel: **ELEKTRA LIVES AGAIN**. Announced years ago under the title **ELEKTRA: ACT OF LOVE**, this is the culmination of one of comics' most poignant relationships, between the blind swashbuckler Daredevil, and the first love of his life, the ninja assassin Elektra.

Faithful Marvelites recall the initial saga of Elektra: her romance with Matt

Murdock, her death at the hands of Bullseye, and her resurrection to a seemingly cleansed state, free of the influence of the cult assassins known as the Hand. For years, we've wondered: was Elektra truly cleansed? What would she do now? Will she and Matt Murdock ever meet again?

ELEKTRA LIVES AGAIN answers these questions. It's been several years since the murder of Elektra. And yet, Matt Murdock can't escape the belief that she's alive. Haunted by dreams of her, attacked by her enemies in the Hand, the evidence grows that the most dangerous woman in his life may have somehow survived! But will Matt be prepared for what she has become?

The graphic novel brings both Matt and Elektra into direct conflict with the Hand — but they're not the only villains! There's also Bullseye, the impeccable assassin who killed Elektra once — will he be prepared to face her again?

Another returning character, unseen by Marvelites in some time, is Matt's longtime friend, Foggy Nelson (no relation to the writer of this article). Foggy's known Elektra as long as Matt has, which is the only thing that saved him when Elektra's blades threatened his life. His comic relief may prove invaluable in what Miller himself describes as "a scary action story — really a horror story."



The plot of **ELEKTRA LIVES AGAIN** was originally conceived as the natural continuation of Elektra's story as she appeared in the pages of **DAREDEVIL**. But as the story developed, Frank realized it was one which wouldn't be permitted in a standard pulp comic.

"And as the story was removed from **DAREDEVIL** comics," Frank elaborates, "it grew like crazy, and became much more focused as a horror story. The goal of the whole story is to complete the portrait of Elektra's character, and to delve into the notion of someone coming back from the dead and what that would mean."

Frank is aided in his task by his longtime collaborator, Lynn Varley, whose paints bring the story texture, tone, color, light, and imagery. For those who admired the Miller/Varley team in DC projects such as **RONIN** and **THE DARK KNIGHT RETURNS**, **ELEKTRA LIVES AGAIN** provides a breathtaking culmination of this re-

markable artistic teaming.

"The story is drawn in line," says Frank, "but Lynn has transformed it in paint. It's the best work she's done." With the ace lettering of Jim Novak and Ralph Macchio at the editing helm, it's a 72-page hardbound volume (with paperback to follow later) that's a collector's dream.

It's also a bit of an artist's dream, to be able to return to some of his fondest characters. Elektra starred in the first comic book story that Miller wrote professionally, but she'd been in his head for some time even before that, as a female character who would be as physically able as any male character. The plight of Matt Murdock, in love with Elektra at the same time he opposes her intentions, has always held appeal for both Miller and legions of DD and Elektra fans.

Frank Miller has written Elektra exploits since those initial **DAREDEVIL** tales, in the Epic limited series

ELEKTRA: ASSASSIN that he produced with artist Bill Sienkiewicz. Still, he reflects, "It's great to be drawing these characters again. **ELEKTRA: ASSASSIN** was terrific because it was us (Miller and Sienkiewicz) shocking and amusing each other, in a story distanced in time from where I'd left Elektra. But a lot of the fun of Elektra is drawing her."

Elektra junkies will have another quick fix with a forthcoming **DAREDEVIL** graphic novel Frank is preparing with John Romita Jr., which will depict the earliest scenes of the Elektra continuity. But for the climax to her amazing saga, fans of nonstop action ("and an awful lot of fighting," he adds) had better promptly reserve their copies of **ELEKTRA LIVES AGAIN**. It's no hype to call this one of the most eagerly awaited stories in comics history — and it'll be worth the wait.

—Brian Nelson



CHRISTMAS GIFT SUGGESTIONS 1991

Santa's gift sack is filled to overflowing this year with Official Marvel Licensed Product goodies. From stocking stuffers to super-special surprises, there's sure to be something here that'll bring a smile to every Marvel fan.

—Dwight Jon Zimmerman

ACTION FIGURES AND VEHICLES

Spider-Man, Captain America, the Punisher, the Hulk, Daredevil, Silver Surfer, Dr. Doom, and Dr. Octopus action figures, Captain America and Spider-Man vehicles and an awesome Marvel Super Hero headquarters playset!

The 4" articulated figures have excellent detail and their own individual action feature. Spider-Man has suction cups so he can stick to almost any vertical surface, Captain America has a shield launcher, the Punisher fires caps, the Hulk can bend bars and crush rocks, Daredevil has a spring-loaded billy club, the Silver Surfer has a friction-powered surf board, Dr. Doom has two "power" drills, and Dr. Octopus has suction cups and gripping tentacles.

The Captain America turbo coupe features a shield battering ram and a snap-open cockpit and a two-man glider wing escape vehicle. The Spider-Man dragster features a clear

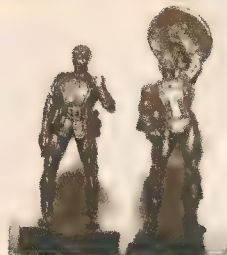
plastic hinged canopy and a spider web launching disc to strike at villains attempting a sneak attack from behind.

The Super Hero Headquarters is an amazing fortress against fear! Featuring trap doors, anti-super-villain cannons, breakaway pillars, a collapsible wall, a fully-functioning elevator and emergency escape line, the 17" high structure provides the perfect setting for battles between the super heroes and super-villains.

Action Figures: \$4.49–\$7.99 suggested retail price.

Vehicles: \$19.99–\$24.99 suggested retail price.

Playset: \$29.99–\$34.99 suggested retail price.



PEWTER CHESS SET & PEWTER COLLECTIBLE FIGURES

Produced by Gallo Pewter, one of the greatest names in the pewter collectible figures industry. Their sculptors and craftsmen really knocked themselves out to create the definitive Marvel collection.

The pinnacle of their achievement is a superb 32 piece pewter chess set. Captain America is the king, She-Hulk

is the queen, the Punisher, Spider-Man and the Hulk are the bishops, knights and rooks. And leading the charge against the super-villains is a whole row of Wolverine pawns! Against them are arrayed Dr. Doom, the king, the White Queen, the queen, and the Red Skull, Green Goblin and Dr. Octopus, the bishops knights and rooks. And leading their attack is a row of Saber-tooth pawns! The set comes complete with its own chess board that doubles as a carrying case.

The detail in each piece is extraordinary, not only with the costumes, but with the pose and features. Dr. Doom, with his imperious, commanding posture appears as if he's in the middle of ordering his allies to attack. And it seems that from his aggressive crouch and angry snarl that Wolverine can't wait to fight!

As an added touch, in celebration of Captain America's 50th anniversary, the chess set is gold plated!

But that's not all. In addition, each chess piece is available individually along with a plethora of other Marvel Super Heroes and Super-Villains! The list includes: the Silver Surfer, Daredevil, Thor, Iron Man, Mr. Fantastic, Human Torch, the Thing, Invisible Woman, Cyclops, Colossus, Nightcrawler, and Magneto.

Available in comic book specialty shops and game stores.

Chess Set: \$400.00 suggested retail price.

Individual Figures: \$20.00 each suggested retail price.

COMPUTER GAMES

PARAGON SOFTWARE

MARVELOUS MARVEL MADNESS: A trilogy of Marvel Computer Games

A holiday three-pack special! **DR. DOOM'S REVENGE**, **X-MEN: MADNESS IN MURDERWORLD**, and the new **PUNISHER** computer game! Great gameplay action and a fantastic value! For IBM 5.25 version: \$59.95 suggested retail price.

For Commodore 64: \$49.95 suggested retail price.

X-MEN II

What if... you controlled the fate of the X-Men in the Fall of the Mutants story? Now you can find out! Based on the stories from X-Men #s 225-227, you select five X-Men to fight Freedom Force and the incredible array of barbarians, rednecks, Indians and more trapped in the timestream. Choose your X-men teams from Wolverine, Psylocke, Colossus, Rogue, Longshot, Cyclops, Beast, Archangel, Marvel Girl, Iceman, Phoenix, Dazzler, Nightcrawler, Shadowcat, and Havok. Choose wisely for the fate of the X-Men lies in your hands!

For IBM 5.25 version: \$39.95 suggested retail price.

For IBM 3.25 version: \$39.95 suggested retail price.





THE PUNISHER

The Kingpin has launched a wave of crime that threatens to destroy the city! Before the Punisher can put an end to the Kingpin's plan, he must first stop Jigsaw, Bullseye, Typhoid Mary and a host of petty hoods. If he's successful, then he faces the greatest challenge of all—a life and death confrontation with the Kingpin! Guest-starring: J. Jonah Jameson, Spider-Man, and Wolverine. For IBM 5.25 version: \$39.95 suggested retail price.

For IBM 3.25 version: \$39.95 suggested retail price.

AMAZING SPIDER-MAN

Mysterio has captured Mary Jane! Spider-Man must use all his powers to defeat Mysterio and his mercenary henchmen and stop Mysterio's ultimate plan — the death of Spidey himself! Featuring 35 different gameplay screens. Package cover by Todd McFarlane. For IBM 5.25 version: \$34.95 suggested retail price.

For IBM 3.25 version: \$34.95 suggested

retail price.

For Commodore 64: \$29.95 suggested retail price.

Amiga version: \$39.95 suggested retail price.

VIDEO GAMES

LJN/ACCLAIM

SPIDER-MAN GAMEBOY

For the Nintendo Gameboy system, here's an action game that's a real challenge! It's Spider-Man to the rescue of Mary Jane who's the helpless prisoner of a horde of super-villains! Before Spider-Man can save her, he must fight Dr. Octopus, Dr. Doom, Red Skull, Hobgoblin, and Mysterio. The gameplay is so good, you'll believe you're Spider-Man!

Spider-Man Gameboy: \$29.95 suggested retail price.

X-MEN

For the Nintendo Entertainment System. Magneto and his band of evil mutants have unleashed the ultimate plot to enslave mankind! With the help of Professor X and his Cerebro

computer, you must form the X-Men team powerful enough to stop them!

Featuring 1 and 2 player modes and an array of tricks, traps and adventure scenes that have made it an acclaimed best seller!

X-Men NES: \$44.95 suggested retail price.

LJN SIDEBAR

You say you've been playing LJN's fast-paced X-Men game but you get stopped and stumped every time you try to discover the secret of the fifth mission? Well, to help you, Carol Albert, one of the friendly folks at LJN has handed us this shot of the crucial scene and a top secret hint to pass on to you. Here it is:

Only you and the Uncanny X-Men can defeat Magneto and his gang of evil mutants, with this X-Men hint: to uncover the secret fifth mission, collect all four "Mission Access Disks," hold B, Up and Select at the same time and then press Start. Watch for more LJN/ Acclaim hints next issue!

MODEL KITS

The name Horizon has come to mean the best in top quality plastic model kits. For 1990, Horizon has added three new Marvel Super Hero model kits to their line, Captain America, the Hulk, and Wolverine! The pose on each twelve-inch high model is distinctive and dramatic. Captain America stands tall and proud as the noble sentinel of liberty. The Hulk roars in monstrous, terrifying fury. And Wolverine crouches for a lightning swift attack with his fully extended adamantium claws.

Available in comic book specialty stores, toy stores, and mass-merchandise outlets.

Wolverine: \$26.50 suggested retail price.

Hulk: \$27.50 suggested retail price.

Captain America: \$29.95 suggested retail price.

CAPTAIN AMERICA PORCELAIN BISQUE

Available at last for Christmas! A limited edition of only 8,000, the Captain America bisque stands 8 inches high and comes complete with flag, wood base and nameplate.

Available in comic book specialty shops.
Captain America Bisque: \$49.95 suggested retail price.

MARVEL SUPER HERO PVC FIGURES

Everyone tells us these PVC (for PolyVinylChloride) figures just keep getting better and better. The new line of 2 1/2" figures include: Black Panther, Cyclops, Marvel Girl, Captain Britain, Mr. Fantastic, Silver Surfer, and Storm. Available in comic book specialty shops, they make perfect stocking stuffers! PVC figures: \$3.99 each suggested retail price.



SPIDER-MAN WATCH

It's back by popular demand, the "Eyes of Spidey" watch! It's water resistant, has a Seiko quartz movement and a one year warranty. Available in comic book specialty shops.
Spidey watch: \$24.99 suggested retail price.



LITHOGRAPHS

Love comics and fine art? Then you should consider these striking limited edition signed lithographs. Each lithograph presents a dramatic image of one of Marvel's top characters and is individually signed and numbered by the artist. Choose among Captain America by Tom Palmer, Dr. Strange by Kevin Nolan, Daredevil by Gray Morrow, the Dazzler by Frank Crocco, Mephisto by P. Craig Russell, a set of two views of Spidey by Charles Vess (and signed by both Charles and Stan Lee), a diptych of the Punisher and Wolverine fighting

ninjas (available individually or as a set) by Jim Lee, the Silver Surfer by Rom Lim, and in honor of Captain America's 50th anniversary, a special Captain America Lithograph by Cap's co-creator, Jack Kirby!

The lithographs are available throughout the U.S. and Canada at stores specializing in art prints and they can be ordered by mail from:

First Team Press, Inc.
Box 994
Lewiston, NY 14092

There are only 2,500 copies of each print and only 950 copies of the Captain America lithograph by Jack Kirby, some almost sold out, so be sure to act quickly!

Captain America Lithograph: \$30
Daredevil Lithograph: \$28
Dazzler Lithograph: \$30
Doctor Strange Lithograph: \$32
Mephisto Lithograph: \$30
Spider-Man Lithographs (set of 2): \$80
Punisher and Wolverine (set of 2): \$95
individually: \$55
Silver Surfer: \$55
Captain America by Kirby: \$185

SPIDER-MAN STATIONERY KITS

Here's something new and neat—Spider-Man notebooks, address books and stationery kits! Produced by Next Designs, they have on the covers full-color action scenes of Spider-Man battling the malevolent Lizard! Available at gift stores.

Small Address Book: \$4.00 suggested retail price.
Small Spiral Notebook: \$2.00 suggested retail price.
Notebook: \$4.50 suggested retail price.
Hardcover Notebook: \$10.00 suggested retail price.
Writing Set: \$7.00 suggested retail price.

Organizer: \$10.00 suggested retail price.
Writing Set & Clear Plastic Case: \$8.00 suggested retail price.
Color Case Stationery Set: \$12.00 suggested retail price.
Triangle Case Stationery Set: \$7.00 suggested retail price.



MARVEL SUPER HERO SKATEBOARDS

Roll into action on a sporty Marvel Super Hero skateboard! Choose from Spider-Man, the Punisher or Captain America. Each is boldly designed and you can choose from a variety of wild wheel and trim colors! Available at

Lionel Leisure and other fine toy stores.
Skateboard: \$39.95 each suggested retail price.

SPIDER-MAN BICYCLE

For the young Spidey fan! Black with bold, multi-colored webbing and a

dramatic illustration of Spidey, this sturdy bicycle is available in three sizes: 12 inch, 16 inch, and 20 inch and comes complete with training wheels. Available at Lionel Leisure and other fine toy stores.
Spidey bicycle: \$79.95 suggested retail price.



CALENDARS

SPIDER-MAN WALL CALENDAR

A stunning montage of Spider-Man scenes from AMAZING SPIDER-MAN and SPIDER-MAN drawn by Toc McFarlane. This gigantic 24"x36" sheet features the Spider-Man illustrations printed in full color and the calendar, and spider accents, in silver! Available in comic book specialty shops. \$5.99 suggested retail price.

X-MEN CALENDAR

For mutie-lovers everywhere! Each month features a classic cover illustration taken from the X-MEN series. Featuring art by Jack Kirby, Arthur Adams, Dave Cockrum, John Buscema, Mark Silvestri and George Tuska. Available in comic book specialty shops and gift stores.

\$9.95 suggested retail price.

BEDDING

After a hard day fighting super-villains get a good night's sleep between the Spider-Man sheets! The 3-piece bed set contains twin size sheets and a pillowcase. The twin size Spider-Man comforter is thick and soft. And for those sleepovers with your fellow super heroes, there's the light and warm Marvel Super Hero sleeping bag featuring Spider-Man, Captain America, and the Silver Surfer. Available in all department stores.

3-Piece bed set: \$30 suggested retail price.

Spider Comforter: \$32 suggested retail price.

Super Hero Sleeping Bag: \$30 suggested retail price.

—Dwight John Zimmerman

Whoops! We're almost out of room. But there's just barely enough room to tell you about the Spider-Man, Hulk and Captain America PVC's, key rings, pencil toppers; the Marvel Super Hero ceramic mugs; the Epic T-Shirts; the Marvel T-Shirts and pin sets; the Spider-Man bob bag; the Marvel Super Hero puzzles; Spider-Man, Captain America, Hulk and Punisher calculators, digital watches, sneaker snappers, belt biters and laces; the Marvel Super Hero cloisonne pins; Spider-Man greeting cards and Marvel Super Hero gift wrap; the Spider-Man and Captain America comic book/audio cassette sets; the Spider-Man vinyl doll, ceramic wall mask, gift tin, picture frame, Christmas ornament, gift bags and boxes, the Spider-Man shampoo bath set and the Hulk shampoo and shower head.

And if you think that's something, wait'll you see what's in store for 1992!

STAN'S SOAPBOX

him Jim. Everyone else calls him Hey You! "I used to spring those poems on your long-suffering readers as a surprise, just for variety. But if I do 'em every year, they won't be surprises anymore and where's the variety?"

I paused to let the unassailable logic of my argument sink in, and mainly to give him time to comprehend any words of more than one syllable. But t'was all to no avail.

"You've gotta send in a poem, Stan," he commanded. "The rest of the staff insists on it, because it makes the stuff they write look so good by comparison."

Well, being a sucker for a compliment, I agreed to create another minor masterpiece for the occasion. So, here now my annual Christmas poem, you lucky devils. . .

SPIDEY BOY
(To be sung to the tune of "Danny Boy")

Oh, Spidey Boy
Your webs, your webs are calling'
But Mary Jane
Now keeps you at her side.

You can't go out
And spend the night wall-crawlin'
You've got to stay
At home here with your bride

But comes the day
When Kraven's on the prowl
Or when Doc Ock
Is out to cause you woe

That's when your wife
Will lock and bolt the window
Oh Spidey boy, oh Spidey boy
She loves you so!

Kinda gets you where you live,
doesn't it? But ol' nit-picker Salicrup
just reminded me that those sterling
stanzas had nothing to do with Christ-
mas, so here are a couple extras just to
show my heart's in the right place. . .

'Tis she'll be here
To smile away your sorrow
Beneath the tree
With Xmas lights so true

And though you know
Your life you'll risk tomorrow
Oh Santa Claus, oh Santa Claus
He'll see you through!

Wanna make a bet? I'll betcha that after this one, ol' Slim Jim never asks me for another Christmas poem— or anything else for that matter! As for you, Spidey Boy will undoubtedly make a great gift for some very special enemy!

Well, that's a wrap for now. I guess it'll be 1991 next time we meet. And think what you'll have to look forward to— perhaps a poem to honor the New Year! No, maybe I'd better not— the world may not be ready for too much cultural gratification at one time!

Anyway, the Happiest of Holidays to each and every one of you. May the warm glow of peace and brotherhood forever light your life. And the entire Bullpen joins me in saying— wherever you go, whatever you do, you'll never be alone, 'cause the happy hordes of Marvel are always at your side!

Or, in the immortal words of Irving Forbush, "Vox Populi, Vos Dei!"

Excelsior!

Stan Lee

Stan Lee



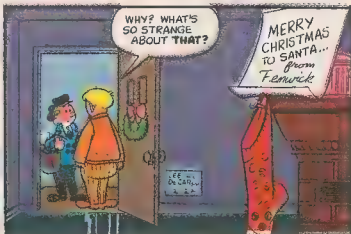
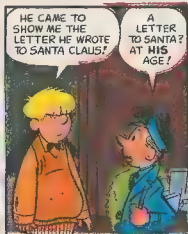
Hi Heroes,

So, here's how it happened. . .
I got a call from Slim-Jim Salicrup (and if you don't know who he is by now, it isn't his fault. He plasters his name all over the place almost as much as I do!)

"Stan," he said, "it's nearly Christmas." Naive though he is, I couldn't believe he's ignorant of the fact that we too have calendars out here in the wilds of Los Angeles. I suspected he wasn't calling just to increase my fund of knowledge. Knowing how tricky he is, I cautiously wished him a happy holiday and started to hang up. But before I could escape, he bellowed in his best I'm-the-editor-so-you'd-better-listen tone, "Hold it! I need something from you!"

It's what I was afraid of!
"Every year you write a Christmas poem for your Soapbox page. Now it's time for your new one!" Then he paused, as if expecting applause. Fat chance!
"Aww, Jim," I responded, since I'm one of the few people privileged to call

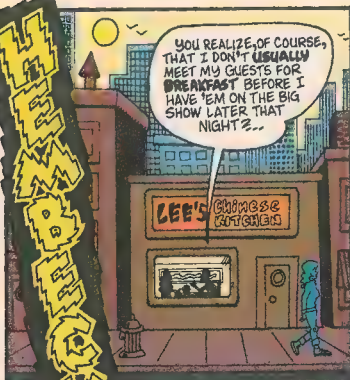
WILLIE LUMPKIN



STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

© 1991 by Stan Lee and Dan DeCarlo

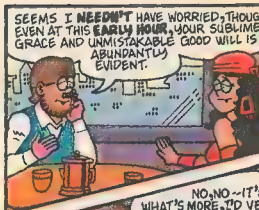
WEEKEND



"... BUT CONSIDERING HOW THE LAST TIME YOU APPEARED IN COMICS, YOU WERE KNOWN AS "ELEKTRA-ASSASSIN" -- WELL, THAT'S NOT EXACTLY THE SAME THING AS INTERVIEWING SOMEONE KNOWN AS, SAY, "THE KING OF COMEDY." NOW IS IT?



SEEMS I **NEEDN'T** HAVE WORRIED, THOUGH
EVEN AT THIS **EARLY HOUR**, YOUR SUBLIME
GRACE AND UNMISTAKABLE GOOD WILL IS
ABUNDANTLY
EVIDENT.



NO, NO -- IT'S
WHAT'S MORE, I'D VE
TO SAY YOU RA
IATE MORE
BEAUTY AN
MORE QUIET
STRENGTH THA
THE DAWNING SUN.
oh, FIE!



ah, I'M VERY SORRY,
BUT, um, OUR REGULAR
COOK IS... LATE IN
ARRIVING AND
HIS AS-
SISTANT



..WELL, HE NEVER
DID QUITE MAS-
TER EGG FU
YOUNG..
WHAT?!

WHAT?!



WELL, IT'S
FORTUNATE
THAT I'VE
SPENT ENOUGH
TIME IN THE
EAST TO KNOW
WHAT TO DO
IN THE
KITCHEN,
ISN'T IT?

bah!
AMATEURS!



I'D LIKE TO TAKE THIS OPPORTUNITY TO HUMBLY **APOLOGIZE** TO ALL MY ASIAN READERS AND THOSE OF ASIAN DESCENT. PLEASE BELIEVE ME WHEN I SAY THAT ABSOLUTELY **NO OFFENSE** WAS MEANT BY THE PRECEDING JOKE. (AND LET'S **ALL** BE THANKFUL THAT I SKIPPED THE ONE WHERE I ASK THE WAITER, "**HOW'D SHE GET BACK HERE SO FAST WITH THAT FOOD?**" AND HE SAYS, "**SIMPLE. ELEKTRA FLEW!**")

HOWEVER, TO ALL OF YOU WHO ARE NOW GROANING, I OFFER NO APOLOGIES. THIS AIN'T FRANK MILLER YOU'RE READING, FOLKS.



NO, FRED, NOTHING QUITE SO MELLOW I INTEND TO GET INTO A NEW LINE OF WORK, ONE THAT'S EVEN MORE CUTTHROAT AND VICIOUS THAN THE ONE I'M IN NOW.

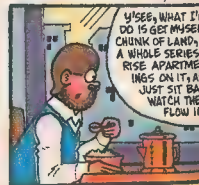
SPEAK-
ING OF
WHICH, AF-
TER THE
GRAPHIC NOVEL
YOU DID WITH
MR. M. COMES
OUT, JUST
WHAT ARE
YOUR PLANS?
MORE WORK
AS A MEA-
SENARY,
PER-
HAPS?

WHICH
IS...

REAL
ESTATE.



Y'SEE, WHAT I
DO IS GET MYSE
CHUNK OF LAND,
A WHOLE SERIES
RISE APARTME
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JUST SIT BA
WATCH THE
FLOW I



AND DO YOU
WHAT I INTER
CALL THIS AN
CTUREL MAR



NO,
WHAT?

SPIDER-MAN

MY LIFE AS



Hi! My name is Stephen Vratton, but you probably know me better as Spider-Man. Now before you make a call to Bellevue, seeking psychiatric help for me, let me explain. I am one of the privileged few who work for Marvel doing personal appearances as everyone's favorite Wall-Crawler. Now, being the living embodiment of that red and blue, web-slinging, idol of millions, Spider-Man isn't always smooth swinging. Sure, I know what you're thinking. Shake a hand, sign an autograph, pose for a picture or two; simple, bordering on ennui. Right? Wrong! The life of a Spider-Man is easily one of the most exciting, sometimes aggravating, but always fulfilling, jobs a person could have.

Now before Spidey hits the spotlight of the Grand Opening of a Kroeger's Grocery store or Houston International Fair, he has to get into his webs. I've donned the old red and blue in many a bathroom, limousine, and manager's office, but the pinnacle of degradation came when this Spider-Man had to change in a Port-O-San out in Central Park. You know, those portable out-houses that would make any escaped convict long for Riker's Island and are even smaller than a studio apartment in The Village. The event was the annual

kids, it started pouring before the games could begin, but not before this little Web-Head donned his suit and got soaked. Now I know how the Itsy-Bitsy Spider felt.

On the flip side of this changing room from Hell, I did have one of my most exciting experiences changing in the Visitor Team's locker room at Shea Stadium just prior to Spider-Man's wedding. As I awaited the green light with my buddies The Hulk, Spider-Woman, Iceman, and my Best Man, Captain America, who should walk in but my creator, Stan Lee, to wish us luck. What a thrill! (But isn't it bad luck for the groom to see his progenitor before the wedding?!!)

While we're on the subject of comic book personalities, I nearly took ten years off Todd McFarlane's life when we first met. It was at a convention in Edmonton, Canada, and as one might expect, Todd was smothered by fans seeking his autograph. Well, never let it be said that this Spidey's shy. I leapt through the crowd and landed on the table, mere inches from Todd. Boy, did he jump, but quickly composed himself when he realized who it was (although he did say my eyes were too small!).

One of my most embarrassing Spider-Man gigs recently took place at the International Fair in Houston,

Texas. This fair takes place in the street of the city and this particular day was beautiful, sunny, and cool; perfect for everyone's friendly neighborhood Spider-Man. As I made my entrance, I leapt onto a newspaper vending machine and perched there, while parents and children gathered around. I was representing the Houston Chapter of the Association for the Prevention of Child Abuse and my sponsors were getting a camera ready to take pictures with Spidey for a donation. When I received the high sign from my sponsor that all was ready, I made my descent, only to have my costume snag, just below the right side of my Gluteus Maximus (no relation to Black Bolt's brother). RIP!! Boy, was my face red, literally! Fortunately my sponsor gave me her jacket to tie around my waist and hide my backside. Thank goodness I brought along a spare costume.

There are more stories that I could elucidate on, like the time Captain America couldn't get his shield through airport security, or when Doctor Doom missed a parade because he was bumped from his flight by an elderly couple on their second honeymoon, but those are webs I'll weave at another time.

— Stephen Vratton

EPIC-DREAMS

AN EPIC SAGA.

Every age has one. That's difficult to tell sometimes, because it goes by so many different names: renaissance, rebirth, golden age, silver age, cubit zirconium age. Different names, all signifying the same thing: a dramatic, explosive new start or direction. A time when everything old is new, again.

This is the age of the Epic Explosion.

Epic, for those of you who've just tuned in, is the creator owned and/or mature audience line of comics published by Marvel. That's like saying we're sort of the same, except we're very different. For more on that difference, check out this monthly column, where you'll be getting the straight-skinny lowdown on what we're working on, and what we're working up to.

This time out, we're going to talk about the apocalypse, and the start of something big.

THE END OF THE WORLD.

This isn't just any saga we're talking about. This book was voted the best

foreign reprint comic for 1989 at the UKAC convention in England this year. This comic that is on the top ten list of nearly every professional working in comics today, and is consistently a favorite of fans in every hemisphere. And this comic has been hotly followed by over fifty thousand readers on two continents for over a decade. We're talking about Katsuhiro Otomo's AKIRA.

At last it can be revealed—the reason for our latest surge of AKIRAMANIA is the recent visit to the Epic offices by Mr. Otomo himself. Here in New York to attend the New York premiere of the animated version of his epic AKIRA, Mr. Otomo also found time for a couple of meetings with the editorial staff of AKIRA, including Managing Editor Marie Javins, Editor Marc McLaurin, and English adaptation translator Jo Duffy. More on all this in an upcoming feature article in the very magazine you're holding. For now, we'll just tease you with hints at the climax of this particular story—AKIRA

may be over an issue before the series actually ends, and when the story is done, don't think that's the last you'll see of the amazing artwork of Katsuhiro Otomo...



Metropol copyright © 1990 Ted McKeever



KATSUHIRO OTOMO

Akira copyright © 1990 MASH ROOM Co. Ltd

THE BEGINNING OF THE END.

And speaking of amazing artist/writers, a lot of you out there have been clamoring for more of the decidedly different pictures and prose of Ted McKeever, since the end of his immensely successful limited series, PLASTIC FORKS. Well, put your minds at ease, because January will mark the premiere of his new series, TED MCKEEVER'S METROPOL. Now talking with Ted about the specifics of his new series is a little like watching baseball through a hole in the fence—you get enough of the action to get you excited, but you won't get the whole picture until you buy a ticket. But from what we've learned, it promises to be a heck of a game. This story blends the miscellaneous ingredients of a serial killer, a mad dog, and mysterious sightings of angels into a light souffle of action, adventure, mystery and intrigue that will keep you on the edge of your seat! This monthly package will be as filling for fans of Mr. McKeever's past work (TRANSIT and EDDIE CURRENT) and will taste great to anyone with a yen for something different—an adventure that promises the beginning of the end!

THE END OF THE BEGINNING

Keep your eye on this space—next month we'll be talking about things that creep and crawl and do a lot more than go bump in the night: Epic's explosive new Horror line!

BLUEBERRY™

RETURNS

The year is 1868. A formidable enterprise, the construction of the first transcontinental railroad, reshapes the face of the United States, still recovering from the bloodiest civil war in mankind's history.

Two rival companies have undertaken the titanic challenge: the Union Pacific, progressing from the east, and the Central Pacific, operating from the west; each determined to beat the other to the finish line. The stakes are enormous. Not only has Congress decided to pay a hefty sum of money to each company for each mile they build, but it will also grant them free ownership of the adjacent land, the value of which has skyrocketed due to the very presence of the railroad itself.

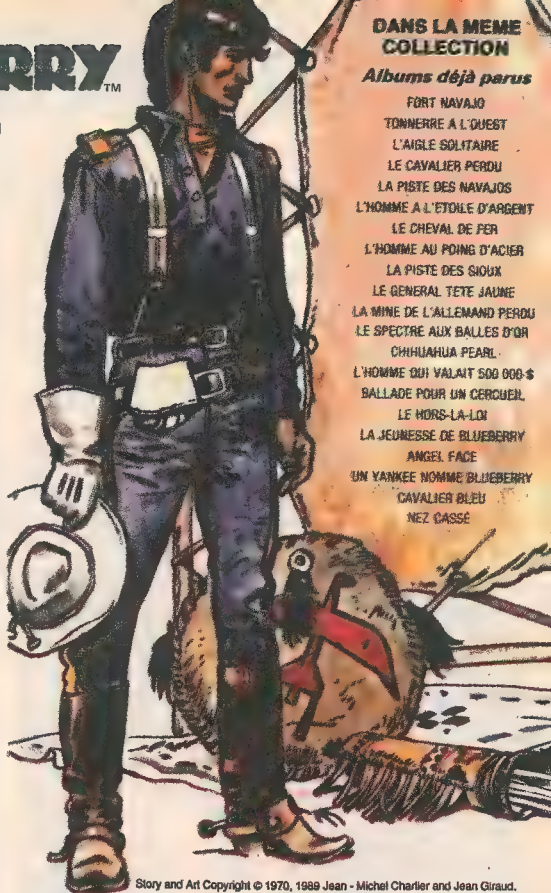
When our new saga opens, General Dodge, charged with overseeing the construction at the Union Pacific, faces a mysterious adversary. His unseen enemy is trying to stir up trouble with the Sioux and Cheyenne tribes, whose territory the Company is crossing. With no other options open to him, Dodge sends for the only man he trusts to help him: U.S. Cavalry Lieutenant Mike S. Blueberry, who once saved his life during the Civil War (see **YOUNG BLUEBERRY 3: THE BLUE COATS**).

Throughout 1991, Epic Comics will publish six new **BLUEBERRY** graphic novels, featuring the "middle period" of the world-famous western hero, created by artist Jean "Moebius" Giraud and writer Jean-Michel Charlier. These stories take place immediately before the events told in the previous five volumes, published by Epic in 1989 and 1990.

In the course of this new saga, Blueberry faces such notorious Native American leaders as the legendary Sitting Bull and Red Cloud, but his deadliest foe is undoubtedly the superhumanly strong mercenary, Jethro Drake, a.k.a.: Steelfingers, a giant with an artificial metal hand, determined to crush our hero.

Blueberry's efforts to help the Union Pacific are the subject of the first three, 48-page volumes: **BLUEBERRY 6: THE IRON HERO**, **BLUEBERRY 7: STEEL FINGERS** and **BLUEBERRY 8: THE TRAIL OF THE SIOUX**.

Then, as the ominous prospect of a new Indian war looms over White Man and Sioux and Cheyenne, Blueberry meets mad General Allister, nicknamed Golden Man, who will later almost succeed in making him the scapegoat in his insane plan to assassinate President Grant and replace the U.S. government with a military dictatorship (see **BLUEBERRY 5: THE**



Story and Art Copyright © 1970, 1989 Jean - Michel Charlier and Jean Giraud.

END OF THE TRAIL).

Blueberry's first battle against Golden Man takes place during a harsh winter campaign in the Black Hills. It is the subject of the 64-page **BLUEBERRY 8: GENERAL GOLDEN MANE**, which also features a short non-Blueberry western story by Moebius entitled "King of the Buffaloes."

The last two volumes of this new series, entitled respectively **BLUEBERRY 10: THE LOST DUTCHMAN'S MINE** and **BLUEBERRY 11: THE GHOST WITH GOLDEN BULLETS** form a complete story which takes place just after the previous events, when, for a few months, Blueberry was made U.S. Marshal in the small Arizona town of Palomito.

Told against the backdrop of the

DANS LA MEME COLLECTION

Albums déjà parus

- FORT NAVAJO
- TONNERRE A L'OUEST
- L'ANGLE SOLITAIRE
- LE CAVALIER PERDU
- LA PISTE DES NAVAJO
- L'HOMME A L'ETOILE D'ARGENT
- LE CHEVAL DE FER
- L'HOMME AU POING D'ACIER
- LA PISTE DES SIOUX
- LE GENERAL TETE JAUNE
- LA MINE DE L'ALLEMAND PERDU
- LE SPECTRE AUX BALLE D'OR
- CHIHUAHUA PEARL
- L'HOMME QUI VALAIT 500 000 \$
- BALLADE POUR UN CERQUEIL
- LE MORS-LA-LOI
- LA JEUNESSE DE BLUEBERRY
- ANGEL FACE
- UN YANKEE NOMME BLUEBERRY
- CAVALIER BLEU
- NEZ CASSE

Superstition Mountains, it is a tale of greed and treachery, of desperate men looking for a fabulous gold mine, which is guarded by bloodthirsty Apaches and a mysterious ghostly figure who shoots bullets made of pure gold!

Blueberry's adversary is Prosit Luckner, a totally ruthless and treacherous, yet at times almost pathetic, old man, undoubtedly one of the most memorable villains in the history of western comics. The first volume is 48-pages, while the second is 64-pages and contains another 10-page non-Blueberry western story by Moebius entitled "The Outlaw."

Although Jean-Michel Charlier passed away in July of 1989, the saga of Blueberry continues. A new volume, **ARIZONA LOVE** (following **THE END**



Welcome back to *Reel Marvel*, MARVEL AGE MAGAZINE's newest column. For new readers, this column focuses on Marvel's rich history of television and movie adaptations, past, present, and future.

The hottest Marvel character on the stands right now is that amazing arachnid, Spider-Man himself. Peter Parker's be-webbed alter ego has been a television star several times over, both in live action and animated series. Although plans for a big screen

debut have been in the works for years, the long awaited Spider-Man movie never seemed to spin its web.

Saturday, September 9th, 1967 was a major day for Marvel fans, as two of their favorite comic series reached the small screen within the same hour. *The Fantastic Four* premiered first, followed shortly by the all-new *Spider-Man* (yes, without the official hyphen in his name!). Having seen a slicker animation style in other Saturday morning cartoons, Grant Ray-Lawrence (the company responsible for the limited-movement *Marvel Superheroes* show the previous year) had decided to fully animate web-head's adventures. On board to help out were ex-Disney artist Shamus Culhane, and a young Ralph Bakshi. You may recall this latter man's name from a recent famous animated movie or three.

Canadian actors were used to fill the voice roles; Bernard Cowan played our hero for the first season, while Peter Soles became his voice for the second season. Armed with Spider-Man comics for reference, the producers went about telling all-new Spidey adventures. They utilized not only such classic villains as Doctor Octopus, Electro, Mysterio, the Green Goblin, and the Lizard, but also newly created villains such as the Imposter and Dr. Zap. The show's catchy theme song, "Friendly

Neighborhood Spiderman," was well-known among the nation's youth, a credit to writers Bob Harras and a man with an interesting last name, Paul Francis Webster (in a future column, I'll give you the words to this and other Marvel theme songs)!

With the financial collapse of Grant-Ray-Lawrence, Bakshi and distributor Steven Krantz formed Krantz Animation and completed the work on *Spider-Man*'s 52 episodes. Unfortunately, with 32 of them left to finish, the studio had to turn out one 22-minute show per week, meaning much older animation scenes of Spidey swinging through the city were re-used to pad the episodes. Despite this, the show was popular enough to last until September 1970, and it has been a hit in syndication markets ever since.

Perhaps the earliest memory of Spider-Man for many people is from a children's educational television show called *The Electric Company*, which aired on Public Television Stations in the 1970's. Spidey's role on the show was more as super educator than super hero. This version of our beloved web-head was portrayed by actor Danny Seagren and appeared in three minute segments on the show, in which he exposed grammatical oddities and villains. One of Spidey's functions as a harbinger of grammatical goodness



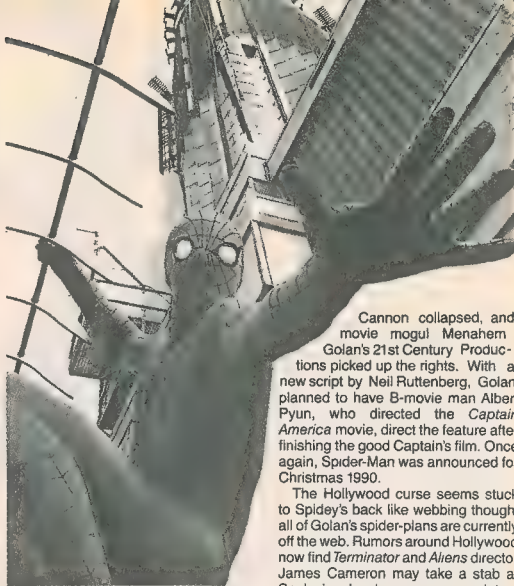
was to point out words within other words such as the "cat" in scatter or the "man" in human. Although he didn't use his super powers on *The Electric Company*, Spidey looked much more authentic than he did on the CBS live action series. Credit this to a well made costume.

Peter Parker's alter ego was down for another seven years, until Stan Lee hit Hollywood. There, while lunching one day with Dan Goodman, Lee sold him and CBS the rights for a Spider-Man live action series. Goodman in turn put Charles Fries in control of the show. Thus on September 14th, 1977, *Spider-Man* premiered on prime time with a two hour pilot film. The film cast Nicholas Hammond (one of the children in *The Sound of Music*) in the role of Peter Parker/Spider-Man, while David White (of *Bewitched* fame) played the blustering J. Jonah Jameson. The younger Aunt May was played by Irene Tedrow, while Michael Pataki played the new Police Captain Barbra, a constant thorn in Spider-Man's side.

The show did well in the ratings, and eventually spun off a semi-regular series called *The Amazing Spider-Man*. Five episodes ran from April through May of 1978, all to respectable ratings, yet CBS failed to green-light a regular series. Instead they ordered eight more episodes and showed them spottily from September 1978 through July 1979! Apparently, CBS officials were nervous about having two live-action prime-time super heroes on their network (the highly rated *Incredible Hulk* show was also running that year), and chopped Spidey's web-line in two, after only thirteen episodes.

The wall-crawler next appeared as a guest-star, this time in a fellow arachnid-lover's show. Peter Roth, ABC's development man had helped get *Spider-Woman* on the air, but he wanted Spider-Man to guest-star as added viewer incentive. He did so in a late 1979 episode, before crawling back to his web-nest for a two-year snooze. Spider-Woman's own show lasted only one season itself before Jessica Drew, publisher of *Justice* magazine, retired.

The new Marvel Productions rose from the ashes of the ill fated DePatie-Freleng (who had lensed the *Spider-Woman* series), and in September of 1981, *Spider-Man and His Amazing Friends* premiered on NBC. The well animated show teamed Spidey with Iceman and (the as-yet unrevealed mutant) Firestar, a character created especially for the show. The lively and fun shows were well written for Saturday morning fare, and often guest-starred other super heroes such as the X-Men, Captain America, Sunfire, the Sub-Mariner, Dr. Strange, the Black Knight, and even Shanna the She-Devil! Spider-Man and friends fought against



Cannon collapsed, and movie mogul Menahem Golan's 21st Century Productions picked up the rights. With a new script by Neil Rutenberg, Golan planned to have B-movie man Albert Pyun, who directed the *Captain America* movie, direct the feature after finishing the good Captain's film. Once again, *Spider-Man* was announced for Christmas 1990.

The Hollywood curse seems stuck to Spidey's back like webbing though; all of Golan's spider-plans are currently off the web. Rumors around Hollywood now find *Terminator* and *Aliens* director James Cameron may take a stab at Spidey's adventures upon completion of *Terminator II*. If so, Spider-fans will have a movie to await that should far surpass any Spider-screen appearance to date. But Marvel Hollywood is also considering a great new live action Spidey series for TV. No way of knowing yet how it will all shake out. As always, we'll give you more news as we hear it!

Next issue, we'll continue our Spider-Man coverage with an in-depth look at the live action CBS series. A special episode guide, lots of pictures, and information on how to get the shows on video should keep you glued to the pages. Meanwhile, let me know what shows you'd like to see covered in this column. We'll see you next issue, with web-shooter on, right here at Reel Marvel.

the likes of the Red Skull, Mysterio, Green Goblin, Chameleon, and even Loki. In one episode, interestingly titled "Spidey Goes Hollywood," our hero even met the Hulk and his evil robot double. Shades of things to come . . .

The 1983 season found Spider-Man sharing a newly-expanded hour show with that very same green goliath; the show became *The Incredible Hulk* and the *Amazing Spider-Man*. The third and final season of the series found the billing reversed and the show became *The Amazing Spider-Man* and *The Incredible Hulk*. Once again, our brave hero returned to his web and his comic book adventures, an area less threatening to life and limb than the Hollywood jungle.

Meanwhile, behind the scenes, work is never ending on a proposed Spider-Man feature film. First announced in the early eighties, *Poltergeist* helmer Tobe Hooper was originally slated to direct this big budget pic for Cannon. Then he bowed out and the film was announced for Christmas 1985, directed by Joseph Zito (*Missing In Action III*) with a script by Ted Newsom. Later it was pushed back to Christmas 1986 with a new script by Ted Newsom and John Brancato. Easter 1987 was announced as the next date, but Christmas 1987 and 1988 pushed past before the project was drastically altered. Now, Joseph Goldman was the writer, although screenplay credits went to Barney Cohen, Ted Newsom, and John Brancato.



ALIEN LEGION

If traveling at breakneck speeds through the galaxy while being pursued by a rogue penal ship armed to the teeth sounds exciting; if being trapped in a black hole is all in a day's work, then the ALIEN LEGION recruiting center is looking for you!

Following a brief stint on shore leave ALIEN LEGION returns in a three issue, 48-page, monthly bookshelf format. Editor Marc McLaurin reports that ALIEN LEGION has now become a series of limited series. The series will come out on a regular monthly schedule with a gap of three months between each series.

Chuck Dixon returns to the task of writing Nomad Squadron's adventures and promises to bring some very unique and different perspectives to the new series. Legionnaire favorite Larry Strohman returns as penciler as does Mark Farmer on inks. The new format will allow for Strohman and Farmer to really show off their talents. "Joining the creative team," Marc noted, "is Steve Oliff of AKIRA fame. Steve will be providing computer colored pages which are stunning."

Nomad, the unorthodox, hard-fighting, get-the-job-done-however-you-can squadron, which the Legion calls on whenever the going gets tough, finds their backs once again up against the wall — and their latest suicide mission may just turn out to be their last! "The first three issue series, ON THE EDGE, features Nomad Squadron as they are sent to capture an escaped penal ship which has been taken over by the prisoners. The prisoners now have a very powerful ship at their disposal and nothing to lose by engaging in a suicide battle with Nomad Squadron." As a result, Marc added, "Nomad is cast into an events horizon of a black hole." All in a days work if you happen to be assigned to Nomad Squadron! Nomad's experiences within the black hole will bring them into contact with many perils, including an encounter with two alien races believed long ago extinct by the rest of the universe. Nomad's encounter with the alien races and their attempt to escape the black hole will have horrifying consequences for the squadron.

"Each series will take Nomad Squadron into unexplored regions of the ALIEN LEGION universe," Marc said. "As a result of the first three issue series Nomad Squadron will be truly outcast from the rest of the Legion. When they do escape the black hole, at the cost of some of their members,

they will find that what has only been a week to them is, in effect, quite a few years to the rest of the Legion."

All out action remains the central theme of the upcoming series; however, the creative team hasn't forgotten the varied personalities that make up Nomad Squadron. Many loose ends from the original series will be explored. "Tamara will be one of the characters which we will be focusing on," Marc noted. As a result of the time distortion within the black hole Tamara will return to be confronted by a much different daughter. Readers of the orig-

inal series will remember Tamara's daughter as an infant. One of the important aspects of the new format is that each series of stories will severely change the look of the Nomad Squadron.

ON THE EDGE, the first of a series of ALIEN LEGION limited bookshelf editions goes on sale in November. Complete with black holes, deadly sentient beings, and enough legionnaire casualties to shake a borspar at, this series should indeed leave the reader on the edge — on the edge of his seat that is!

—Charles S. Novinskie



Alien Legion copyright © 1990 Carl Piro

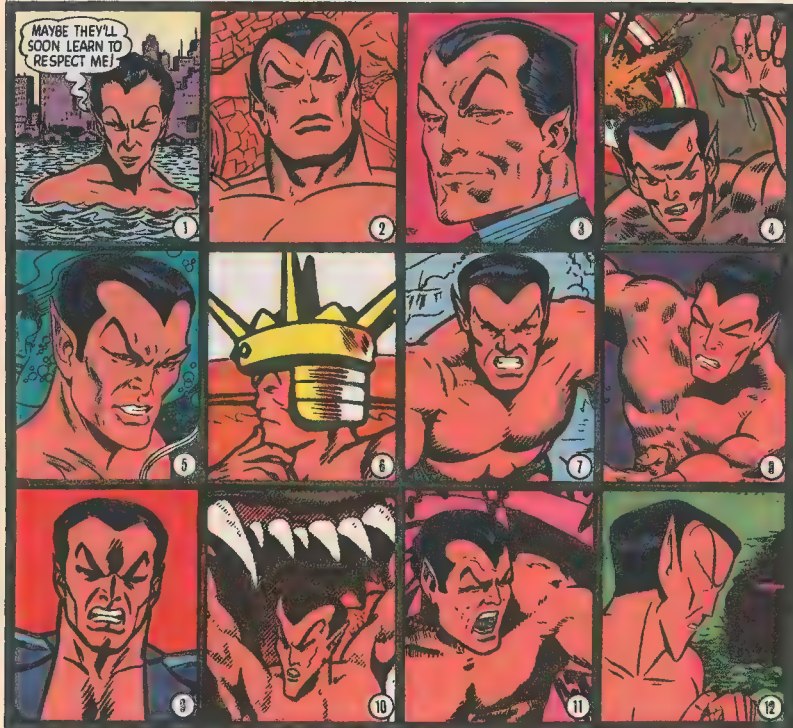
THE MANY FACES OF

NAMOR

TM

THE SUB-MARINER®

This month's Many Faces of . . . is all wet! Well of course it is because we are featuring that nautical ne'er-do-well, Namor the Sub-Mariner. Namor is not only one of Marvel's oldest heroes, but is probably one of the most drawn by different artists. This is mainly due to the fact that Namor has appeared in so many different books throughout the years including THE FANTASTIC FOUR, TALES TO ASTONISH, THE DEFENDERS, THE INVADERS, and of course his own title, THE SUB-MARINER. Here then we present a sampling of the many renderings of Namor dating way back to 1940. —Tom Daning



1. Bill Everett

(MARVEL MYSTERY COMICS #7)

2. John Buscema/Sol Brodsky

(SUB-MARINER #1)

3. John Byrne

(MARVEL AGE MAGAZINE #84)

4. Frank Robbins/John Romita

(GIANT SIZE INVADERS #1)

5. Gene Colan/Mike Esposito

(SUB-MARINER #46)

6. Jack Kirby/Dick Ayers

(FANTASTIC FOUR ANNUAL #1)

7. Gil Kane/Bill Everett

(SUB-MARINER #48)

8. Dan Adkins

(TALES TO ASTONISH #92)

9. John Romita/Mike Esposito

(SUB-MARINER #67)

10. Alex Schomburg

(SUB-MARINER COMICS #11)

11. Marie Severin/Joe Sinnott

(SUB-MARINER #15)

12. Syd Shores

(SUB-MARINER COMICS #18) 25



The year 1983 saw the Marvel line expanding and experimenting in all directions! New titles hit the shelves monthly—ongoing series, limited series, and special one-shot items. And the biggest splash of the year was the long-awaited premiere issue of **ALPHA FLIGHT**, John Byrne's collection of Canadian crimefighters!

Fans who had followed Alpha Flight in the pages of **THE X-MEN** were pleased to discover that Byrne wasn't resting on his laurels. To the established team, he introduced the aquatic Marrina and the diminutive Puck, and further established second and third teams in Beta and Gamma Flight. With Gaurdian helming the team, Shaman, Northstar, Aurora and Sasquatch battled the demon-entity known as Tundra, and Susan Richards and Namor quested as the team unravelled the mysteries of Marrina's origin.

Another series debuted to go strong even today: **THE NEW MUTANTS!** Having premiered the year before in their highly successful Graphic Novel, the young heroes didn't get any breaks from the creative team of Chris Claremont and Bob McLeod. Their nemeses in their first year included the Sentinels, the Brood, Hydra and the Silver Samurai!

Many of the mutants' adventures were set in South America, as they set forth to find Roberto DaCosta's archaeologist mother amidst the jungles of the Amazon. Discovering the city of Nova Roma, they weren't prepared to find Rahne worshipped as a goddess, or to meet a new teammate in Amara Aquilla, better known as Magma!

Mutants were the basis behind a trio of unusual one-shots. **SPECIAL EDITION X-MEN** reprinted the first tale of the new X-Men on glossy Baxter stock, and tossed in for good measure a charming additional tale of Kitty Pryde amok in the Xavier school. **OBNOXIO VS. THE X-MEN**, on the other hand, was anything but charming, as the rude clown from **CRAZY MAGAZINE** took on the merry mutants in one of the most curious episodes of Marvel history. And just in case you thought Storm and Cyclops didn't get around enough, a regional release of '83 was **THE UNCANNY X-MEN AT THE 26 STATE FAIR OF TEXAS!**



A further odd continuity footnote was **THE INCREDIBLE HULK VS. WOLVERINE**, a one shot adapted from an episode of the Hulk's Saturday morning cartoon show. **SUPER-VILLAIN CLASSICS** was another one-shot that spliced together all the pieces of the origin of Galactus for the first time in one issue.

And oddest of all was **THE MARVEL NO-PRIZE BOOK**, a hysterically funny collection of some of Marvel Comics' worst boo-boos. But the comedy landmark of the year was easily **MARVEL TAILS**, a single-issue special featuring the Spectacular Spider-Ham, Captain Americat, Hulk Bunny, and Goose Rider!

A rare delight of 1983 was **COYOTE**, the Steve Englehart/Steve Leiahoha trickster premiering under the Epic Comics banner after having become a star in Eclipse Comics. Coyote mingled native American mythology with espionage, sex, and science-fiction, creating his own cohesive universe in which your life might depend on the whims of the sinister Shadow Cabinet, on a panda or even on the ghost of James Dean. Believe it!

Another whole universe was created for the debuting book, **THE POWER OF CRYSTAR, CRYSTAL WARRIOR**. Writer Jo Duffy shaped epic fantasy

around the Crystar set of action figures, making this series far more than just another merchandising tie-in. The wizard Ogeode, the lithesome Ika, the evil Moltar, and guest-stars such as Dr. Strange (whose duel with Silver Dagger was then being reprinted in its own Baxter one-shot) all lurked inside unforgettable covers by the inimitable Mike Golden.

Two rugged adventurers also headlined their own new books: the Thing, and Indiana Jones! After years of sharing space with guest-stars in **MARVEL TWO-IN-ONE**, Ben Grimm finally got his own place in the sun. John Byrne scripted and Ron Wilson penciled as **THE THING** explored Ben's Yancy Street origins, fleshed out his family background, and led him to discover the incredible secret of Lockjaw! The Puppet Master came to a personal turning point, while the relationship between Ben and Alicia Masters battled against new challenges.

THE FURTHER ADVENTURES OF INDIANA JONES was also launched by John Byrne, but David Micheline and Ron Frenz manned the motors as the high-action hero battled 1930's Nazis, mystic menaces from ruined Atlantis, and incredible cliffhangers guaranteed practically every month!

BLIP! was a Marvel magazine that



debuted in 1983 to provide monthly updates on the world of video games. Interviews with designers for Atari and Coleco were teamed with strategy tips on how to beat the latest video challenges. But another Marvel magazine we've saved for last, easily the most significant premiere of 1983—

MARVEL AGE MAGAZINE! (We try

so hard to be modest, but hey, why deny greatness?) Released as an information-packed 16 pages for a quarter, under the aegis of editor Carol Kalish, assistant editor Peter David, and designer (and one time MARVEL AGE MAGAZINE editor) Lea C. Sapp, MARVEL AGE MAGAZINE soon grew into a colossus of comics reportage

under the guidance of Jim (you just read his name on the inside cover) Salicrup. And so it continues to this day, with news, features, interviews, and perhaps most daring of all, next month's history of the limited series of 1983! So pardon our pride already!

—Brian Nelson

MARVEL COMICS PRICE GUIDE

WARNING: It's a tough world out there. Magazines like BLIP and MARVEL AGE, being magazines and not comics, are not listed in our usual source for back issue information. Robert Overstreet's **THE COMIC BOOK PRICE GUIDE #20**. So while you may use this guide to see what these other comics will cost you at your local comics specialty shop (remembering a ways that actual prices may vary and should be lower for copies in fair or poor condition), keep in mind that YOU can set the rules to buy back issues of MARVEL AGE MAGAZINE! This is your chance to make dealing history! Face up to the challenge — be brave! Be bold! (Jim, can I have my paycheck now?)

CONDITION Good Fine Mint

■ ALPHA FLIGHT			
1 (Byrne Wioverenne, Nightcrawler)	70	2.00	4 00
2 (origin Marina)	.40	1.25	2 50
3-5	35	1.00	2.20
■ BLIP (magazine)			
1-9	no back issue price listed		
■ COYOTE			
1-4	.25	.75	1.50
■ CRYSTAR			
1-4	no back issue price listed		
■ DR. STRANGE SPECIAL EDITION			
1	35	1.00	2.00
■ THE FURTHER ADVENTURES OF INDIANA JONES			
41-12	55	1.10	
■ THE INCREDIBLE HULK VS. QUASIMODO			
1	50	1.00	
■ MARVEL AGE MAGAZINE			
1-9	no back issue price listed		

■ MARVEL NO-PRIZE BOOK			
1 ...	50	1.00	
■ MARVEL TALES			
1 ...	25	.75	1.50
■ NEW MUTANTS			
1 ...	125	3.75	7.50
2-3 ...	60	1.75	3.50
2 (1st test cover 75c) ...	8	35	25.00
4-10 (10 1st appearance Magma) ...	50	1.50	3.00
■ OBNOXIO VS. THE X-MEN			
1 ...	.30		.60
■ SPECIAL EDITION X-MEN			
1 ...	125	3.75	7.50
■ SUPER-VILLAIN CLASSICS			
1 (origin Galactus) ...	50	1.00	
■ THE THING			
1 (Byrne scripts: life of Ben) ...	.60	1.20	
2-6 ...	50	1.00	
■ UNCANNY X-MEN AT THE STATE OF TEXAS			
not numbered ...	1.70	5.00	10.00

New Talent Department Philip J. Miller

Greetings all you loyal Marvelites, it's time for another phantasmagorical, if not pretty darn good, visit with the mighty MARVEL AGE MAGAZINE

New Talent Department. This month's inductee into the New Talent Hall of Fame is Mr. Philip J. Miller of Whitesboro, New York.

As usual, we went to our ace assessors of artistic ability, jazzy Johnny Romita and studley Steve Geiger to see how Philip fares against the multitudinous masses of Marvel hopefuls, who are looking to someday make it as comic artists. Here's what they had to say . . .

"Philip has a good dynamic approach, with figures twisting and bending in varying viewpoints," said John. "He also

has a good feel for mass and form leading to sound blacks with a pattern. There's a good indication toward attractive characters and heroic attitudes.

"Some things that Philip should try to avoid is the use of too many similar textures and technique on different things, such as fur, grass, rocks, and water. He also has a tendency to draw large heads. His figures are possibly a bit too big for the panels. And finally Philip's storytelling is a bit spotty."

Steve Geiger had this to say: "Aside from a few spots where the Wendigo and the Hulk could be a bit more



dramatic and monstrous, the work is solid, dynamic and clear. He also should be careful in the cropping choices he makes. But Philip is very close to getting work, if he hasn't gotten some already."

Well there you have it. Our thanks once again to John and Steve for giv-

ing Philip and other aspiring artists the benefit of their expertise. And that will rap up another session of the New Talent Department for this month. If you or a friend is working toward becoming a comics artist or inker, and are interested in submitting your work to Marvel, send for your free Mighty Marvel

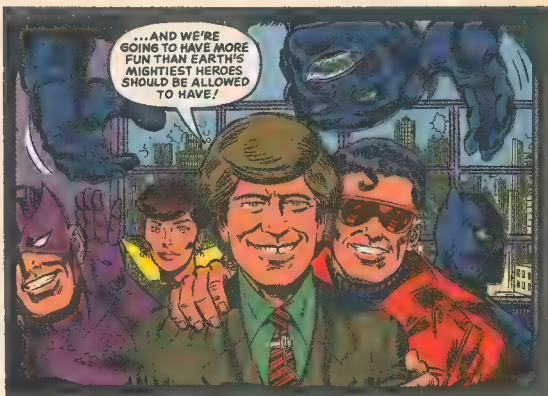
Submissions Guidelines. Send a self addressed stamped envelope to:

Submissions Editor
Marvel Comics
387 Park Avenue South
New York, N.Y. 10016



THE WORLD'S MOST DANGEROUS LETTER COLUMN

Send your letters to:
MARVEL AGE MAGAZINE,
c/o Marvel Comics Group,
387 Park Avenue South,
New York, NY 10016



Attention correspondents: All letters to be considered for publication must include your complete name and address, though we will gladly withhold that info on request!

We're having some fun now, eh, kids? This month's Lettermanesque letter column title comes to us straight from Ty Holliday of Grand Rapids, Michigan. Thanks, Ty!

Before we delve into this issue's edition of Viewer Mail, we just want to take a minute to remind everyone else out there that we still need a newer and spiffier title for this column each and every month. So don't be a wallflower — send those ideas on in! If we use one of yours, we'll even thank you right here in front of everybody. And that sure beats being pelted with rocks and garbage, now doesn't it?

Hey, Marvel Guys,

How's it going in the Marvel universe? I just started buying Marvel Comics in the past few months, and I have a lot of questions:

1. Are the Fantastic Four mutants or super-powered humans?
2. Who is this Professor X that the X-Men, New Mutants, and X Factor are always talking about?
3. What is, or was, Wolverine's relationship with Carol Danvers?
4. And last but not least: If Magneto is Quicksilver's father, how is the Whizzer related to Quicksilver?

Thank you for your time.

Carlos Phillips
317 Blacksmith Rd.
Levittown, NY 11756

Lotsa questions there, Carlos. Let's take them in order!

1. They're not mutants, just super-powered humans. After all, *some-one's* gotta be.

2. Professor X is Professor

Charles Xavier, the brilliant mutant telepath who formed the X-Men and the New Mutants. He assembled and trained the teams, and continued to guide them until he went off to a distant galaxy with the alien princess he loved. For the rest of the story in a nutshell, check out the new X-MEN ANIMATION SPECIAL Graphic Novel. But for those of you purists out there, you can recount the complete history of Professor X and his X-Men in the pages of MARVEL MASTERWORKS Volume 3.

3. The details of their past relationship haven't been revealed completely yet, which isn't too surprising when you consider that, for a long time, both of them were spies (Logan for the Canadian government and Carol for the U.S.). It seems as though they worked together before either of them became super heroes, and it's clear that they're close friends. But to learn more than that, we'll all just have to wait and see.

4. Okay, this one's a little tricky, so pay attention. Quicksilver and his twin sister, the Scarlet Witch, are indeed the children of Magneto. But when they were born, their mother was fleeing from Magneto and she begged the nurse — who, by the way, was a mutated cow (See? We told you this would be tricky.) — to hide her children from their father. Since the Whizzer's wife and their child had both just died in childbirth, the nurse told the Whizzer that Quicksilver and the Scarlet Witch were his children. Once Quicksilver and the Scarlet Witch learned that they were linked to the Whizzer, they believed that they

were his children, too...until they finally learned the truth, that is. You can find the whole story in GIANT-SIZE AVENGERS #1 and issue #4 of the first (four-issue) VISION AND THE SCARLET WITCH Limited Series.

Dear MARVEL AGE MAGAZINE,

I must call your attention to some very serious errors that appeared in the answers to the Spider-Man trivia quiz in MARVEL AGE #90. Being a devout Spidey-phile, I believe the following are the correct answers:

- | | | | |
|------|------|------|-------|
| 1. C | 4. C | 7. C | 10. B |
| 2. C | 5. A | 8. C | 11. A |
| 3. C | 6. C | 9. C | 12. A |

Well, there are the answers as they should be. I would suggest that you not allow Forbush-Man to compile the trivia page anymore. The Watcher would do a much better job. I will be expecting my No-Prize any day now.

Jay "Flounder" Highfield
1024 Beechwood Lane
Vestal, NY 13850

Okay, Okay, Jay! Sheesh, you wouldn't believe how many people wrote in about those mistaken answers! Oi! Honest Irv is hanging his head in shame. In fact, Irv's so repentant that he's mailing you a limited edition, pristine mint No-Prize for being the first person to send in a complete list of the right answers.

And don't worry: Irv's promised that the next time he puts the Trivia Quiz answers together, he'll turn the pot on his head around so he can see out of the eyeholes. We figure that should help.

Say, look at that snappy yellow background! Could it be a valuable 24-karat gold Rolex watch? Nope, it's something even better — our **LETTER OF THE MONTH!** Just like every month, we've dug through our voluminous sacks of mail and come up with a letter that we think will be of special interest to Marvel-ites far and wide. And just like always, we've printed it against a fab yellow background, as befits its position.

This time around, though, our Letter of the Month doesn't talk much about yellowness; it has more to do with the difficulty you might have being green.

Dear MARVEL AGE,

I just heard on the radio that Jim Henson died. I'm eighteen years old and the news hit me hard. I grew up with Jim Henson's creations on *Sesame Street*, *The Muppet Show*, and his many movies, including *The Muppet Movie*, *The Dark Crystal*, and his recent work on the *Teenage Mutant Ninja Turtles* film.

Finding out that Jim Henson died is like finding out that Walt Disney died those many years ago. So I was wondering what comics Marvel has based on projects of his.

Jason "Beaker" Turner
Rt. 1, Box 255B
Glade Hills, VA 24092

We know what you mean, Jason. When pneumonia claimed Jim Henson a while back, the world lost a creative genius, and a kind, gentle man as well. As you apparently know, Marvel has produced several projects based on Jim's work, including on-going series based on **JIM HENSON'S MUPPET BABIES** and **FRAGGLE ROCK**, as well as comics adaptations of his movies, **THE DARK CRYSTAL**, **LABYRINTH**, and **THE MUPPETS TAKE MANHATTAN**. Also, Marvel Productions, our west coast animation studio, co-produced the award-winning **JIM HENSON'S MUPPET BABIES**.

MARVEL AGE MAGAZINE Editor Jim Salicrup had the honor of briefly working with Henson Associates years ago, developing a *Muppets* comic strip. During that time he met Jim Henson on several occasions and found Jim to be as wonderful as you'd imagine he would be. And MARVEL AGE MAGAZINE Contributing Editor Sholly Fisch, who also works for the Children's Television Workshop, the folks who produce *Sesame Street*, and others, attended Jim's funeral, and by all accounts the service was completely in keeping with the tone of Jim's life. Jim had asked that the service be a happy occasion, a celebration of his life, and it was, consisting of talks and perfor-

mances by many of the people closest to him. But the most touching moment of the entire day came when Big Bird came out and sang "It's Not Easy Being Green." While most of the speakers had ended by

saying "Thanks, Jim" or something similar, Big Bird finished the song, looked up and quietly said, "Thanks, Kermit." There wasn't a dry eye in the house.

Thanks, Jim.



Dear Sirs,

I am and have been (for the last three years) an avid collector of Marvel Comics. I collect many of your titles and have never been disappointed with any of them, ever.

When I was about seven years old (I'm sixteen now), I received my first comic book, by Marvel of course. This comic book was a favorite, but I can't remember the name. It had the Black Panther, the Vision, and Yellowjacket, and they were fighting each other. I would appreciate it if you could find it in your kind hearts to tell me what the name was so I can acquire a copy for my collection.

Also, I'm a very good artist. I'm not able to put my pictures in panels, but I'm able to draw one big "cover" of a character or characters. If you could, could you please give me an assignment to do that I could send to you to be evaluated? I would really appreciate this.

Joseph Lawhorn
531 Prince Charles Ave.
Odenton, MD 21113

Hmm. . . Well, Joseph, we've spared no effort, and after extensive detective work, we think we've nailed down what you're asking for. We couldn't find any comics circa 31

1981 in which Yellowjacket, the Vision, and the Black Panther fight each other, but there is one in which the trio does battle with Captain America, the Sub-Mariner, and the original Human Torch in the heart of World War II! The comic book in question is **MARVEL SUPER-ACTION** #32 which reprints one of our all-time favorite stories, from **AVENGER** #71. Hope it's what you're looking for.

Turning to your second question, well, we'd recommend working on improving your panel-to-panel continuity before sending in any samples. You see, one of the main things we look for in evaluating submissions is storytelling ability, and that means that we need to see a couple of story pages, not just pinups of cover drawings. It sounds like you're off to a good start, though, and once you think your work's up to snuff, write to our Submissions and ask for a free copy of the **Mighty Marvel Submissions Guidelines**. (Don't forget to enclose a self-addressed, stamped envelope.) This

will give you the lowdown on how to submit your work to Marvel. Good luck!

Dear Editor,

I have just purchased **MARVELAGE** MAGAZINE #89. In this issue, you carried my name and address in the Marvel Correspondents section. The response to this has been very good indeed and I have received letters from eight people spread right around the world. For this, my thanks.

However, there is a small problem with my address. You have printed my post code as KA24 4D4. This is incorrect; it should read KA24 4DQ. Thankfully, it seems to have caused no problems in mail reaching me. However, if someone has written to me and received no response (and I have answered every letter I have received), please write to me again with the new post code.

Once again, thanks to everyone who has dropped me a line. I look forward to a long correspondence with you all.

David Andrews
58 Mair Ave.
Dalry, Ayrshire KA24 4DQ
SCOTLAND

Oops, sorry about the mix-up David. Guess we didn't turn Irv's pot around fast enough. We're glad to hear you've received such a positive response anyway.

And what better segue could we ask for to our **MARVEL CORRESPONDENTS** section? You know, the part where we introduce you to a potpourri of postal-type people who are looking for new friends with whom they can exchange news, opinions, and the occasional gift from Tiffany's? Go ahead — drop one or two of 'em a line! It's fun, it's easy, and it's almost as good as double-chip peppermint ice cream!

If you'd like to be listed in this space yourself, simply send your name, address, age, and the titles of your three favorite Marvel series to **Marvel Correspondents** at the address atop this letter column. Who's the joker who asked if this was a test?)

MARVEL[®] CORRESPONDENTS

Favorites: X-FACTOR, PUNISHER, All G.I. JOE titles

Mike Stamps
4605 Flintlock Dr.
Louisville, KY 40216
Age: 15

Favorites: WEST COAST AVENGERS, SOLO AVENGERS, IRON MAN

Steven Ooi
4 Pemimpin Pl.
Coral Park
Singapore 2057
Rep. of Singapore
Age: 14

Favorites: DAREDEVIL, AMAZING SPIDER-MAN, PUNISHER

Brad Forsythe
1262 Cora
Jullet, IL 60435
(No age listed)

Favorites: X-MEN, ALPHA FLIGHT, POWER PACK

Caroline Dawe
36 St. Mary's Rd.
South Norwood
London SE25 6UT
ENGLAND
Age: 26

Favorites: EXCALIBUR, NEW MUTANTS, POWER PACK

Jeff Carrillo
1105 E. 48th Street
Tacoma, WA 98404
Age: 18
Favorites: X-MEN, NEW MUTANTS, SPIDER-MAN

Jared Wright
2615 W. Toni Lee Street
W. Jordan, UT 84088
Age: 13
Favorites: X-MEN, X-FACTOR, PUNISHER

Matthew Schofield
9 Sophia St., Kenmore
Brisbane QLD 4069
Australia
Age: 16

Favorites: X-MEN, NEW MUTANTS, WEST COAST AVENGERS

Ken Church
R.D. #1, Box 1473
Spring Grove, PA 17362
Age: 15
Favorites: X-MEN, X-FACTOR, G.I. JOE

Philippe Capet
73 Rue Brillat-Savarin
75013 Paris
FRANCE
Age: 14
Favorites: X-FACTOR, EXCALIBUR, X-MEN

Jim Pacheco
12 Lancaster Rd.
Dollard-Des-Ormeaux, Quebec
H9B 1J9 Canada
Age: 16



ANSWERS TO MARVEL[®] TRIVIA QUIZ

- | | | |
|------|------|-------|
| 1. C | 5. B | 9. A |
| 2. A | 6. C | 10. C |
| 3. C | 7. A | 11. B |
| 4. B | 8. A | 12. C |

MARVEL AGE



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Marvel Comics Group,
387 Park Avenue South,
New York, N.Y. 10016.
(212) 696-0808.

(continued from inside front cover)

where else! Thanks again, all you Zom-bies!

But if you're just looking to have some downright fun, then turn to page 10 for a look at the latest Marvel toys and games! It was just a few years ago, that I went to dozens of toy stores looking for any Marvel toys I could find and came up empty. What a difference a few years can make! Now the toy and comic book store shelves are stocked to overflowing with some of the best licensed Marvel products ever! Our friends in licensing are eager to get your reactions to these fine products, so I recommend sending your comments directly to MARVEL DOMESTIC LICENSING DEPARTMENT, 387 Park Avenue South, NYC, NY 10016. Don't tell 'em I sent ya, they may not know how to handle all your cards and letters.

And speaking of Marvel Licensing, starting in the very next issue of MARVEL AGE MAGAZINE our own Dwight Jon Zimmerman will begin a regular column devoted to the wonderful world of Marvel Licensing. Over the years many Marvel toys have become quite valuable. Here's a column to tell you what's coming out when so you

don't miss out on tomorrow's hot collectors' items!

And finally, as far as the holidays are concerned, there's a project that our friends at COMICS BUYER'S GUIDE are supporting that I feel everyone should know about. The following is taken directly from Don and Maggie Thompson's editorial from their gift-giving supplement:

While we're thinking of year-end celebrations, we think of the Americans far from home during the holiday season. At this point, mail to ground troops in Operation Desert Shield is still being heavily censored. But you can send reading matter (comics, anyone?) to service people on shipboard. Send packages to: Any Service Member, Operation Desert Shield, FPO, New York, NY 09866-0006. Or ask your retailer whether he or she is collecting donations to Operation Comic Shield. Let's all have a happy holiday season!

I couldn't agree more. Operation Comic Shield was conceived by Patricia Jeres, and is a wonderful idea deserving of all our support.

As for MARVEL AGE MAGAZINE'S eighth anniversary, what can I say that

I haven't said at least seven times before? The success of this magazine is very important to me, and it's all due to your continued support. For MARVEL AGE MAGAZINE to win both the COMICS BUYER'S GUIDE and Eagle awards in the same year is almost embarrassing. I'd like to thank Tom Daning, for service above and beyond the call of duty, and everyone else who helps to put MARVEL AGE MAGAZINE together every month. Their names are listed in our credits, but there's a couple of guys who somehow got left out. Ron Zalme, who pencils and inks the MARVEL AGE calendar, also draws our Forbush-Man corner symbols on our covers. Keith Wilson, is the man who drew the caricatures of both Stan Lee and myself. Thanks, guys.

Well, before I let you tear into this issue, I'd like to get one more plug out of the way. If any of you happen to be in New York City over the next month or so, check out the Museum of Modern Art's current show: High & Low, Modern Art, Popular Culture. I'll be back next issue with my review, so we can compare notes!

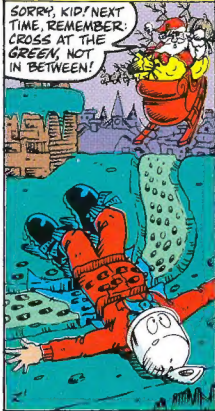
Again, happy holidays, and make yours Marvel!
—Jim Salicrup

THE 1990 MARVEL AGE CALENDAR

DECEMBER

WRITERS: CHRIS ELIPOLOUS
AND BARRY DUTTER
ARTIST: RON ZALME
COLORIST: R. WITTERSTAETTER

SORRY, KID! NEXT
TIME, REMEMBER:
CROSS AT THE
GREEN, NOT
IN BETWEEN!



SUNDAY

MONDAY

TUESDAY

HEY!! DON'T FORGET DEC. 2



IT'S MR. HYDE'S
NEIGHBORHOOD!

HEY, KIDS--
CAN YOU SAY
DISMEMBERMENT?

3 DAREDEVIL PL
FETCH WITH H

WAAH!!
MOMMY!



DRAW YOUR OWN
SUPER-HERO™ DOING
SOMETHING FUNNY!



HAPPY BIRTHDAY
JOHN BUSCEMI
YOU SCAVENGER



9
TOMORROW IS
ANDY
MUSHYNSKY'S
BIRTHDAY!



16
IS IT J.M.
DEMATTEIS'
BIRTHDAY?



17
EITHER THAT
OR A FULL
MOON. KNIGHT
THAT IS!



23
IT'S LETTERER
PHIL FELIX'S
B-DAY, YOU
YAAHOOS!



24
TOMORROW IS
X-MAS BABY,
JOE ROSEN'S
B-DAY!



MERRY
CHRISTMAS,
MIDGUARDIANS!



AY WEDNESDAY THURSDAY FRIDAY SATURDAY

9th IS STAN "THE MAN" LEE'S BIRTHDAY!!

1



4 COME ON, BOY! GO GET IT!



5 THE WATCHER AT A WEIGHT-WATCHER'S MEETING...



8 NO, THANKS. I'M WATCHING.



11 HEY, WHAT DAY IS TOMORROW?!



12 UH... I KNOW! THURSDAY THE 13th!



14 PHEW! FOR A MINUTE THERE I THOUGHT IT WAS FRIDAY THE 13th!



13 BLUEPRINT FOR ELIOT R. BROWN'S BIRTHDAY!



19 MR. FANTASTIC AS A CHILD...



22 IT'S WRITER/COLORIST GREGORY WRIGHTS' B-DAY!



25 LET'S WISH MARK BRIGHT A HAPPY B-DAY, SHALL WE?



27 IT'S RALPH MACCHIO'S B-DAY!



29 A HAPPY BIRTHDAY WISH FOR COLORIST PAUL BEC-TON!

